22. The method of Claim 18, at least one of the soundtracks is a reference soundtrack, selecting the reference soundtrack before selecting a subsequent soundtrack.

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23. The method of Claim 22, selecting at least one subsequent soundtrack after selecting the reference soundtrack while the reference soundtrack is playing, mixing the at least one subsequent soundtrack selected with the reference soundtrack upon selecting the subsequent soundtrack.

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24. The method of Claim 18, selecting the first soundtrack from a plurality of reference soundtracks each having corresponding rhythmic and harmonic characteristics.

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25. The method of Claim 24, selecting the second soundtrack from a plurality of soundtracks having a corresponding melody.

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26. The method of Claim 18, stopping the playing of the first soundtrack while the first and second soundtracks are playing.

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27. The method of Claim 18, selecting an audio characteristic for at least one of the selected soundtracks while playing the soundtrack for which the

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audio characteristic is selected, changing the audio characteristic of the selected soundtrack while the soundtrack is playing upon selecting the audio characteristic.

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28. The method of Claim 18, selecting a global audio characteristic common to all selected soundtracks while playing the selected soundtracks for which the global audio characteristic is selected, changing the audio characteristic of all selected soundtracks while the soundtracks are playing upon selecting the global audio characteristic.

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29. The method of Claim 18, selecting the first soundtrack to play for a first time interval, selecting the second soundtrack to play for a second time interval different than the first time interval.

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30. A method for creating a polyphonic audio mix on a handheld mobile wireless communication device, comprising:

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      playing a first soundtrack upon selecting the first soundtrack;

      selecting an audio characteristic for the selected first soundtrack while playing the first soundtrack;

      playing the selected audio characteristic of the first soundtrack while playing the first soundtrack upon selecting the audio characteristic.

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31.   The method of Claim 30, the first soundtrack is a reference soundtrack, selecting the first soundtrack from a plurality of different reference soundtracks, selecting a second soundtrack from a plurality of non-reference soundtracks while the reference soundtrack is playing, playing the second soundtrack upon selecting the second soundtrack while the reference soundtrack is playing.

32.   The method of Claim 31, selecting the second soundtrack from a plurality of musical instrument soundtracks.

33.   The method of Claim 30, stopping the playing of the first soundtrack, stopping the playing of the audio characteristic for the first soundtrack upon stopping the playing of the first soundtrack.

34.   A method for creating a polyphonic audio mix on a handheld mobile wireless communication device, comprising:

        selecting a first soundtrack having a first time interval;

        selecting a second soundtrack having a second time interval, the second time interval different than the first time interval;

        mixing the first and second soundtracks.

35.   The method of Claim 34, if the time interval of the first and second soundtracks overlaps, selecting the second soundtrack while the first